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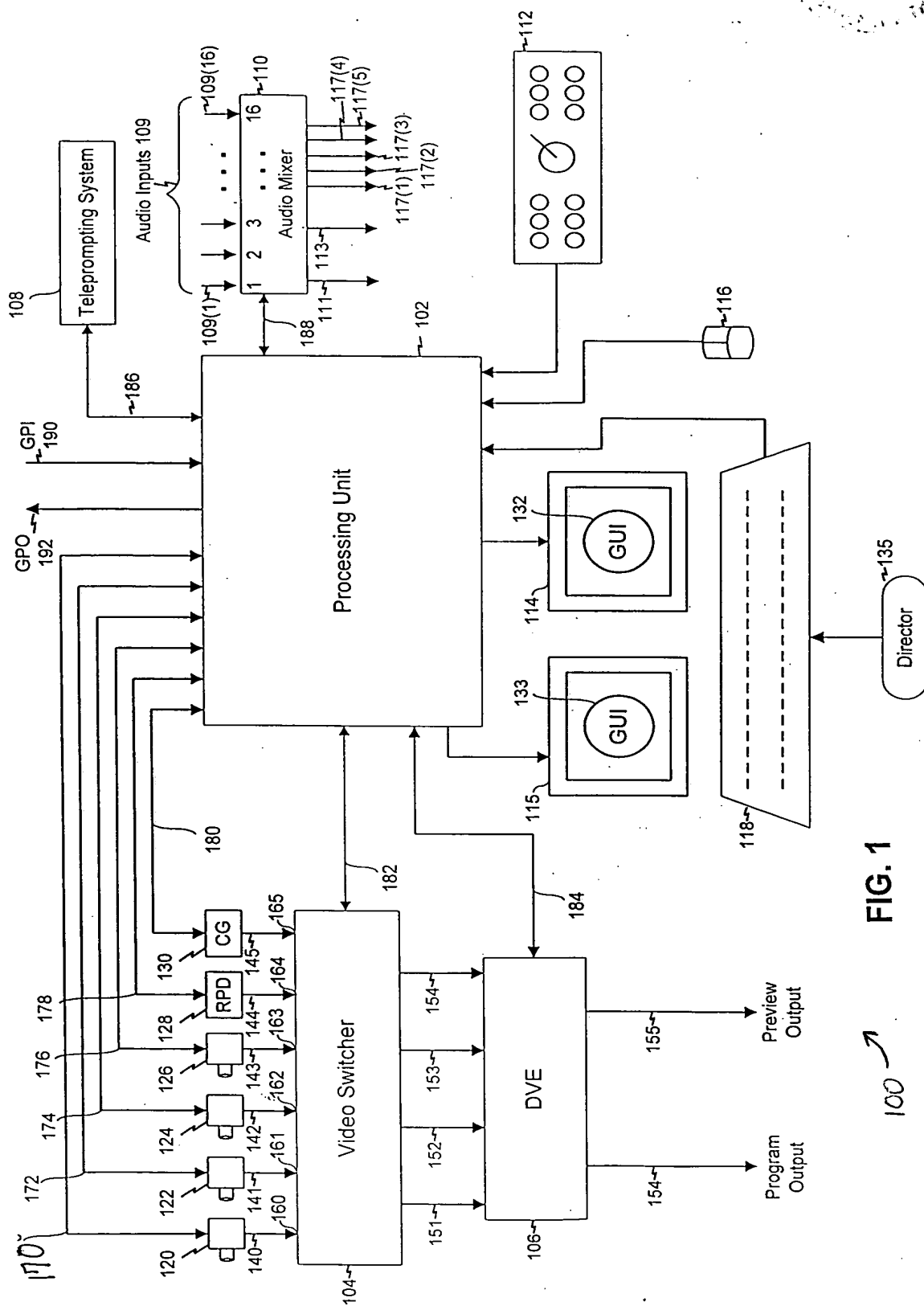


FIG. 1

FIG. 2A

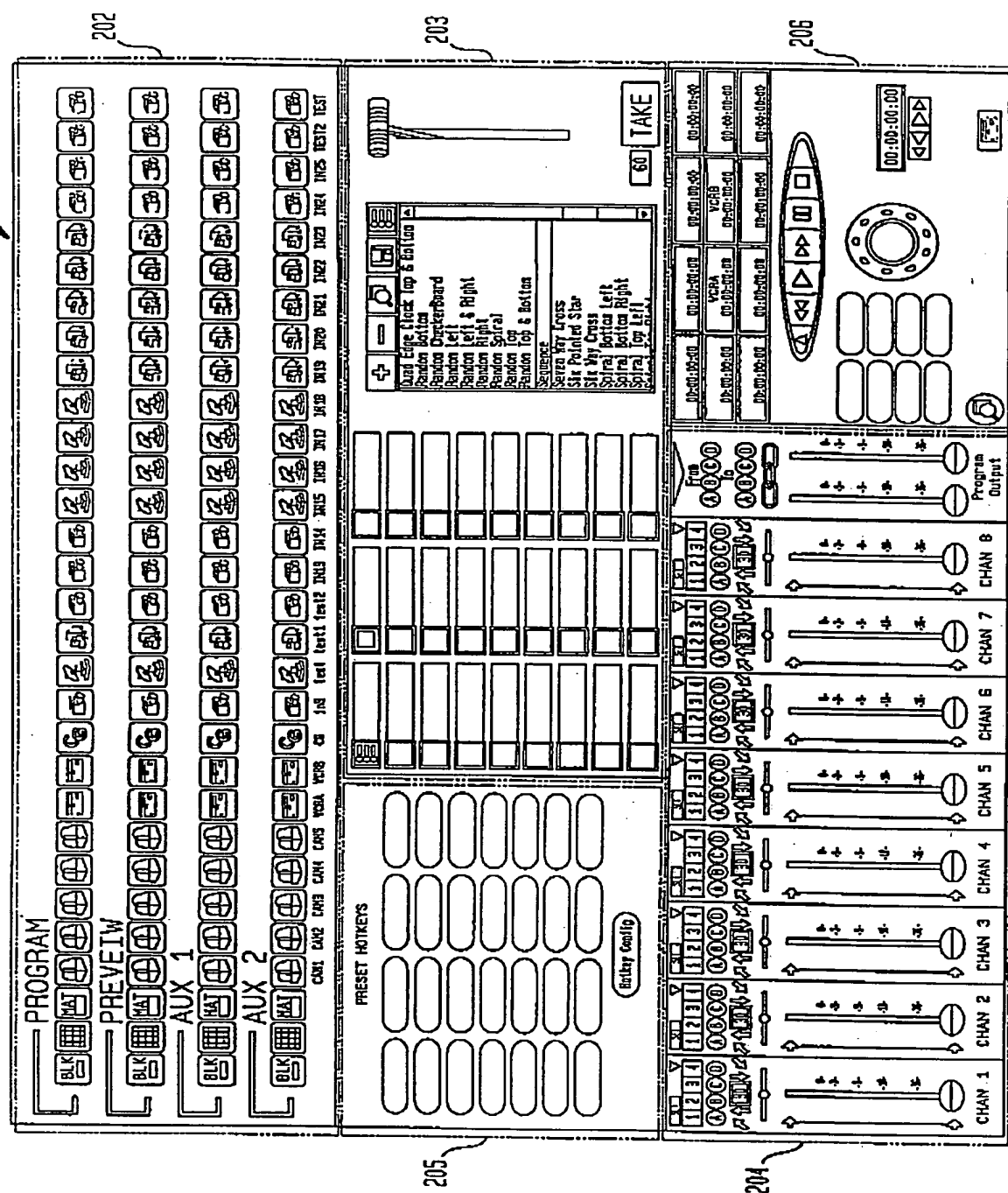
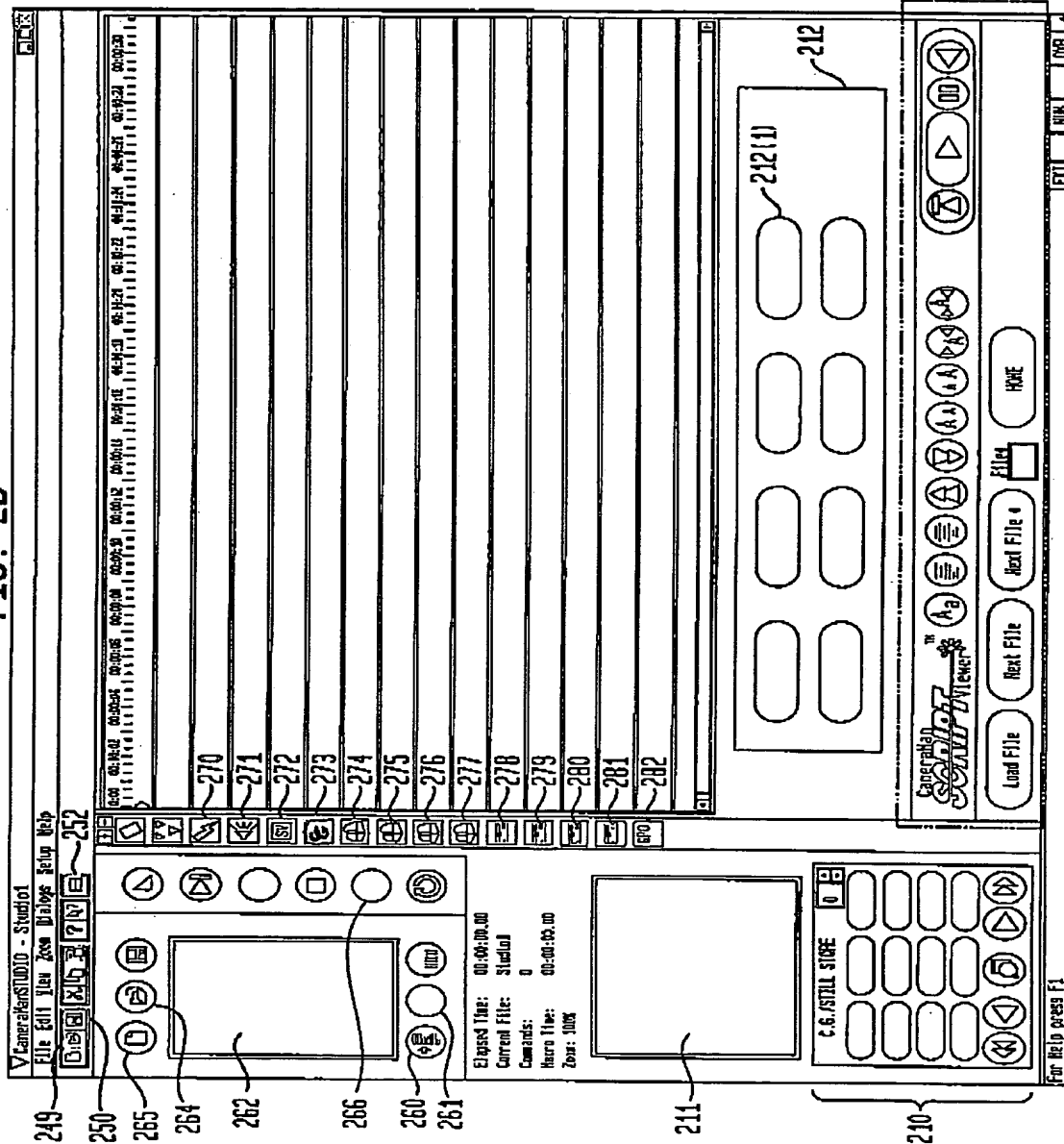


FIG. 2B

133

299

208



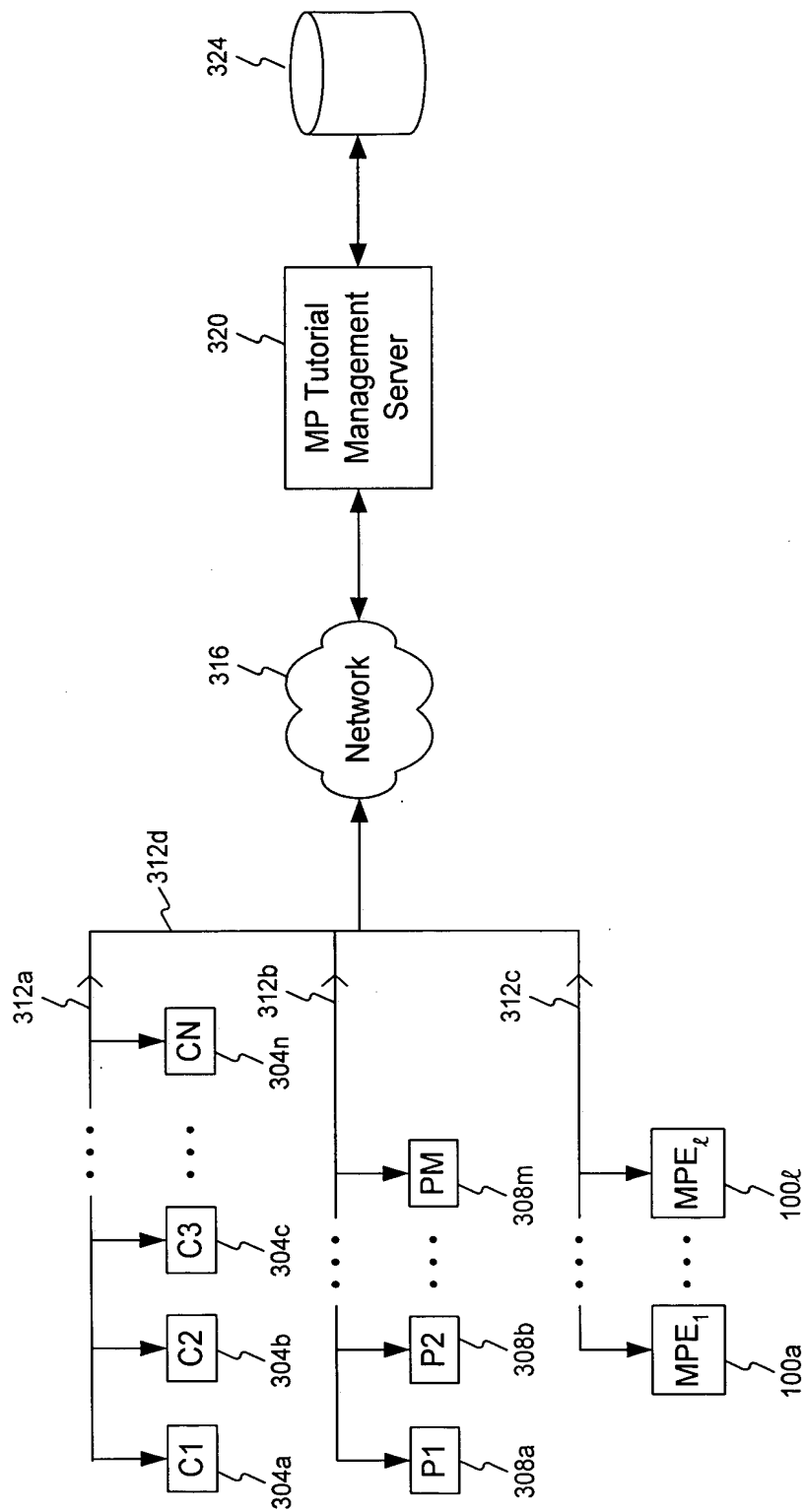


FIG. 3: Media Production Tutorial System 300

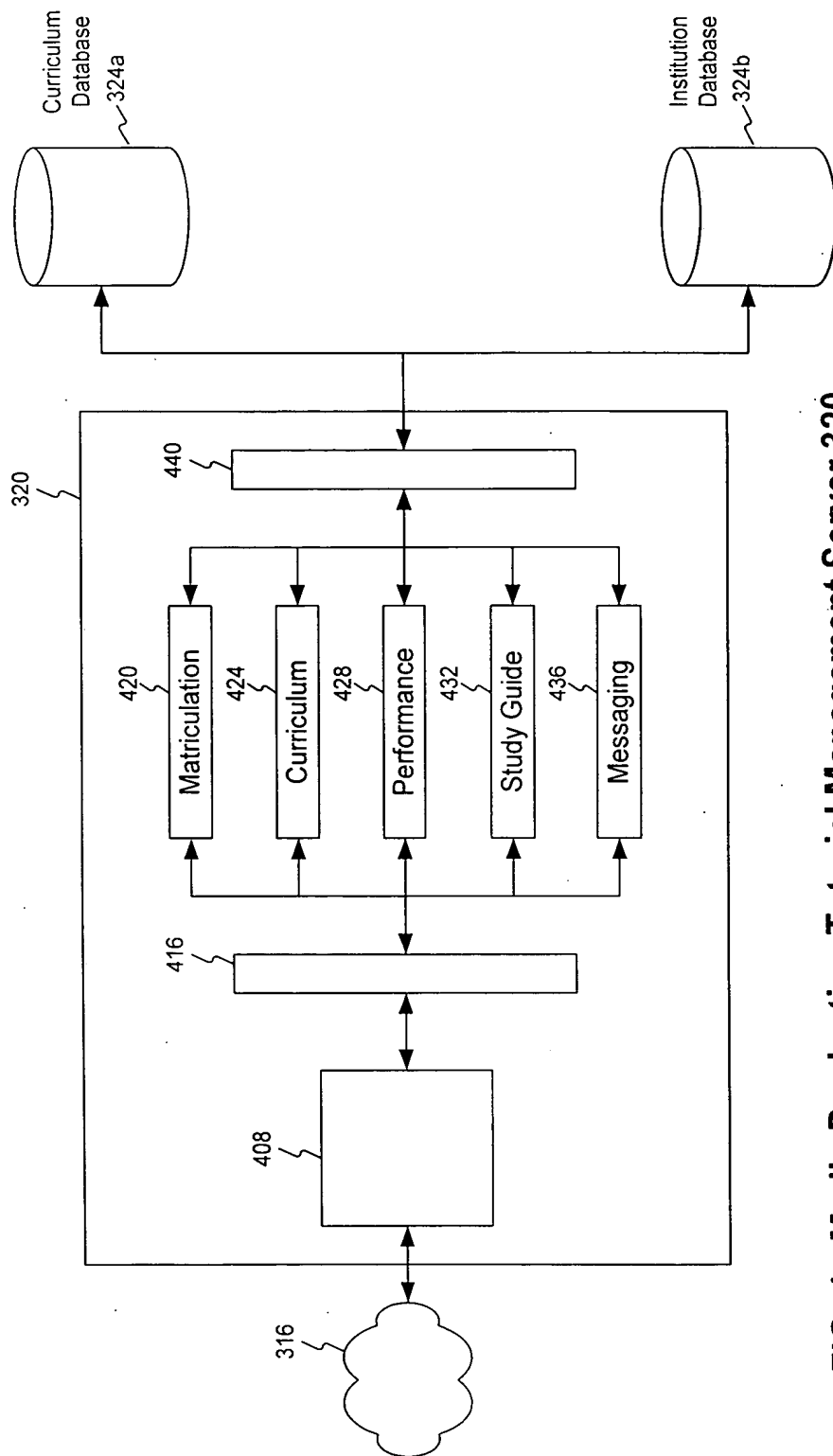


FIG. 4: Media Production Tutorial Management Server 320

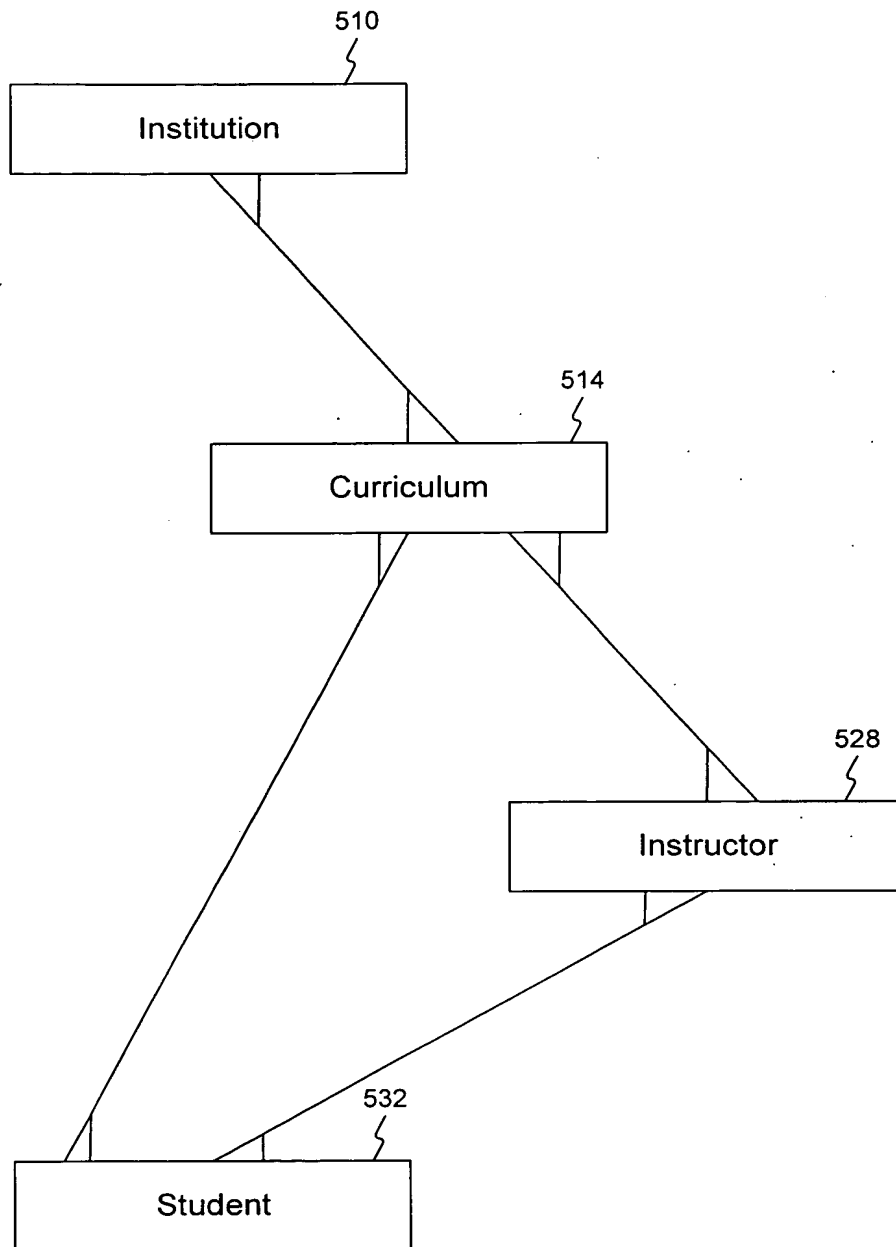


FIG. 5: Relation Diagram for Database 324

00000000-00000000

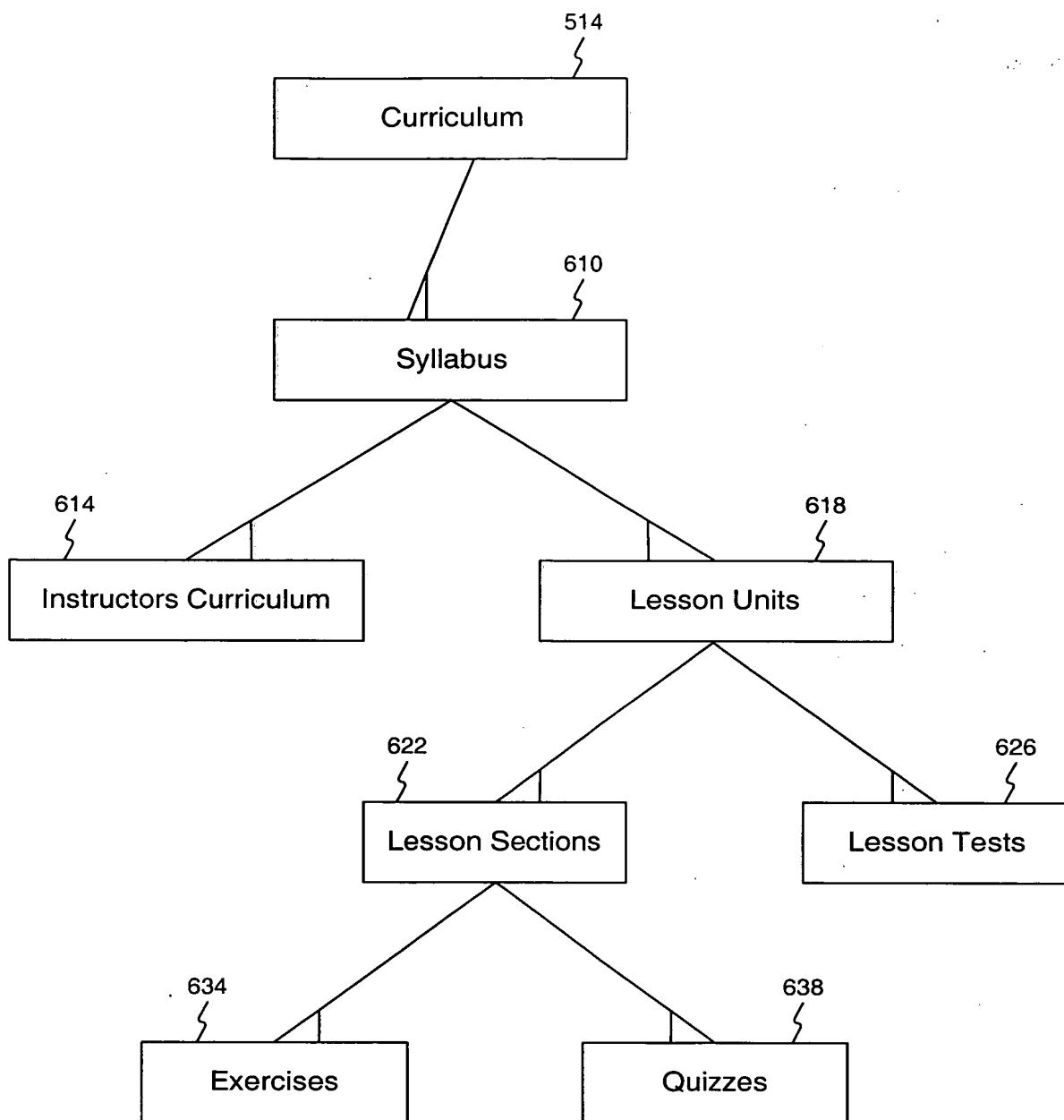


FIG. 6: Relation Diagram for Database 324a

700

12'-0"

CONTROL ROOM

12'-0"

135

RACK RACK RACK RACK RACK

708

26'-0" X 12'-0"

8'-0"

10'-5 3/16"

Chroma Key Screen

Instructor Desk

716

30'-0"

White Board

712

30'-0"

720

FIG. 7 : Training Facility 700

Computer System 800

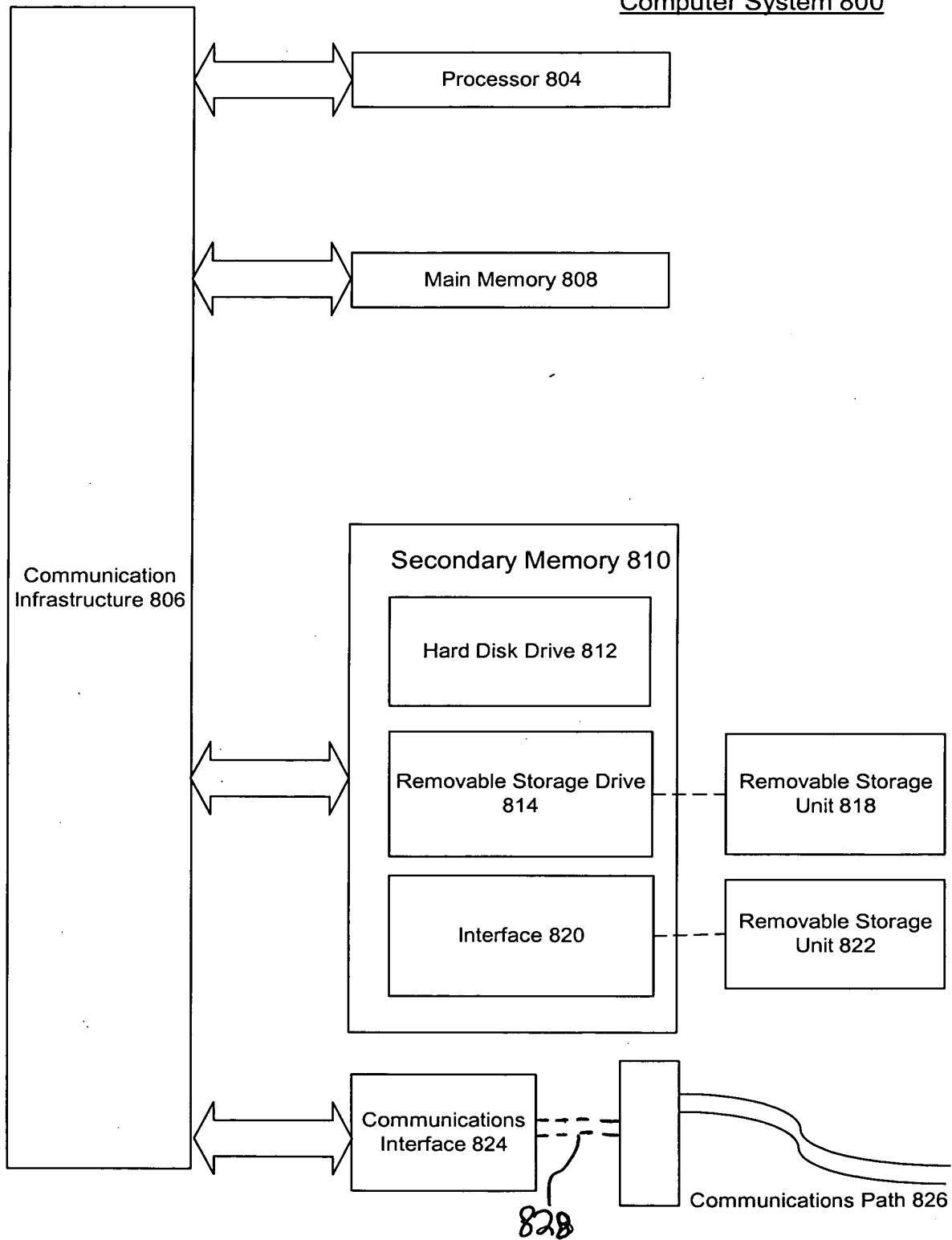
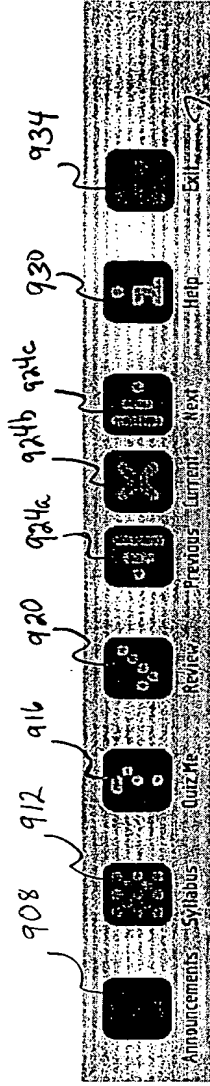


FIG. 8



Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

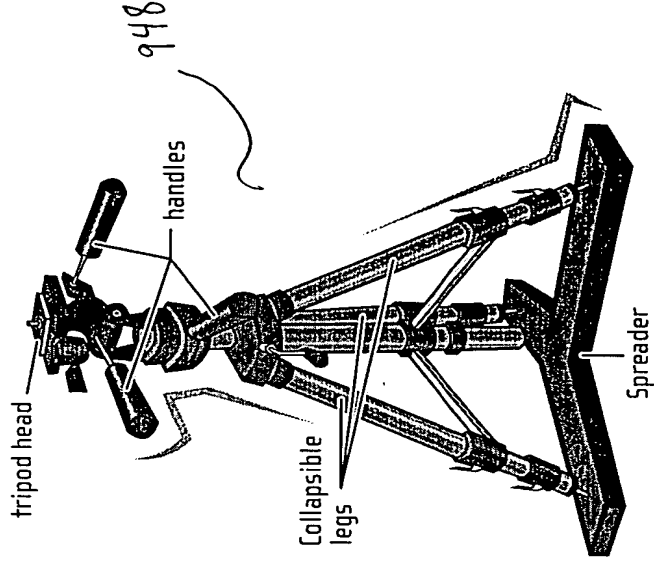
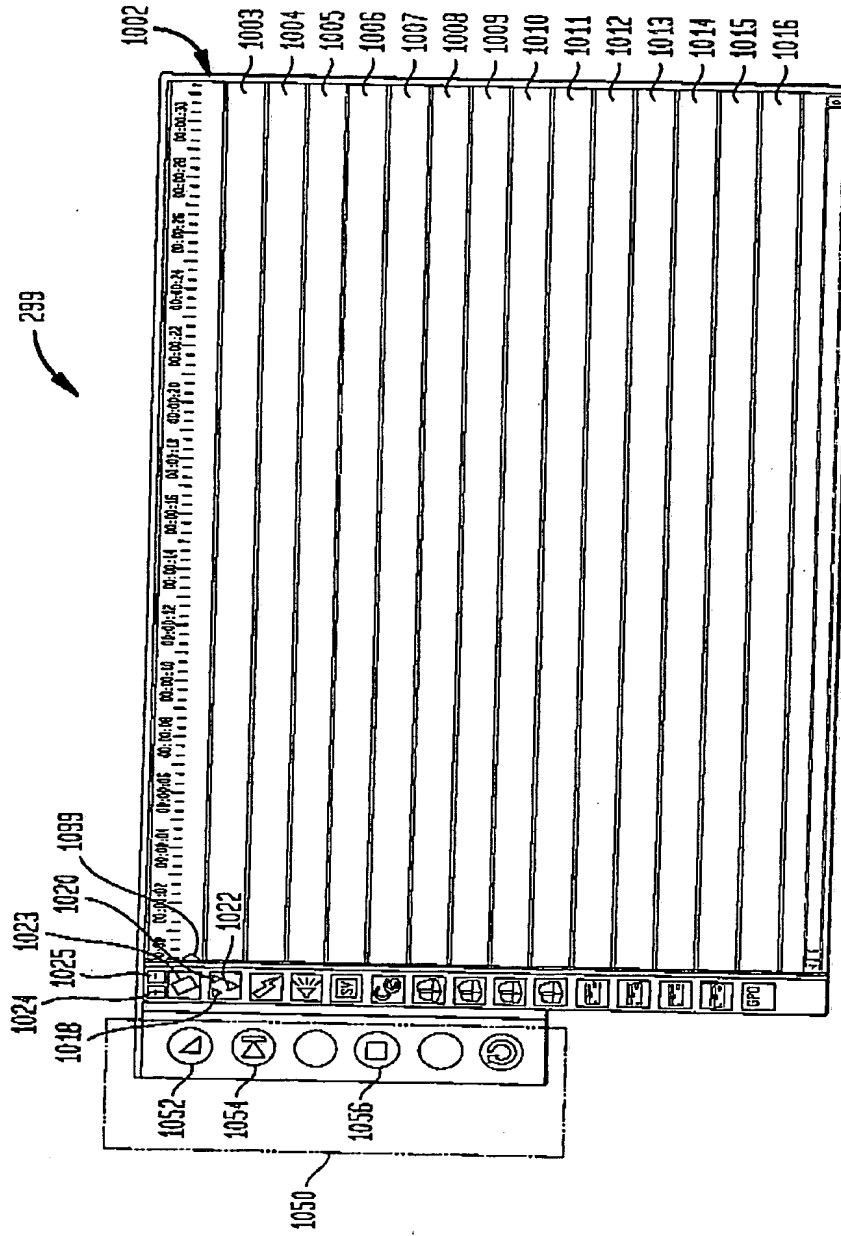
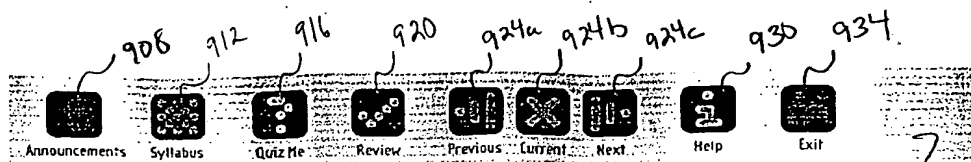


Fig. 9: GUI 900

FIG. 10

FIG. 10





Syllabus Page

☐ Unit or Lesson not visited. - ☒ Unit partially complete / Lesson visited.
☒ Lesson tested incorrect. - ☒ Unit or Lesson Completed (tested correct).

Click on a Unit to see its Sections & Lessons.

Unit 02 - Camera

(Click on a Lesson to go there.)

☐ Unit 01 - TV History

☒ **Unit 02 - Camera**

☐ Unit 03 - Audio

☐ Unit 04 - 3 R's

☐ Unit 05 - Editing

☐ Unit 06 - Lights

☐ Unit 07 - Graphics

☐ Unit 08 - Producing & Directing

☐ Unit 09 - Advertising

☐ Unit 10 - Instructional Video

☐ Unit 11 - 3R's Revisited

☐ Unit 12 - More Camera & Lighting

☐ Unit 13 - Video Technology

☐ Unit 14 - F/X

☐ Unit 15 - More Producing & Directing

☐ Unit 16 - Video Yearbook

☐ Unit 17 - ABCs of EFP

☐ Unit 18 - Scriptwriting

☐ Unit 19 - Documentary

☐ Unit 20 - That's A Wrap

Section 02.0 - Welcome

☒ **Welcome to the Course**

Section 02.1 - Basic Shots

☒ **Long Shots**

☐ Medium Shots

☐ Close-Ups

☐ Headroom

☐ Rule of Thirds

☒ **Tripods**

Section 02.2 - Camera Moves

☐ Pans

☐ Tilt

☐ Dolly

☐ Trucking

☐ Zoom

☐ Lead Room

Section 02.3 - Videotape

☐ **Tape Formats**

☐ Preparing A Tape

☐ Tape Transport System

☐ Recording Speed

☐ Tape Labels

☐ Tape Care

Section 02.5 - Shot Director

☐ **Shot Director - Powering Up**

☐ Shot Director - Focus

☐ Shot Director - Iris

☐ Shot Director - Upper Section

☐ Shot Director - Lower Section

☐ Shot Director - Slide Controls

☐ Shot Director - Joystick Control

☐ Shot Director - Joystick Zoom Control

☐ Studio Camera Shots

Section 02.6 - Other Shots

☐ Camera Angle

☐ Canting

☐ Lead The Look

☐ Cropping

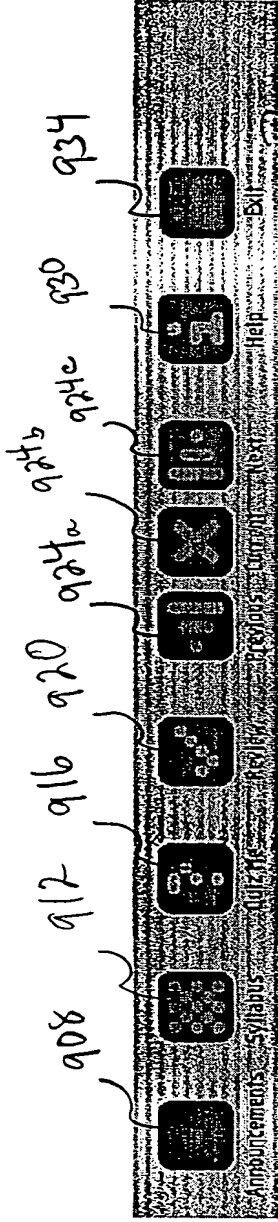
☐ Backgrounds

☐ Over The Shoulder Shots

Section 02.9 - Testing Lesson

☒ **Testing Lesson**

FIG 11: GUI 1100



Quiz Me Page

942

904

Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to ____.

- ☐ establish a setting
- ☐ show viewers small details
- ☐ show an entire object

1250

FIG 12: GUI 1200



942



- It shows great detail.
- It establishes a setting.
- It is effective on large screen.
- It is also called a wide shot.

- ☐ True
- ☐ False

- It is often cropped.
- Shows great detail.
- Exaggerates movement by the camera or subject.
- Lacks detail.

- False
- True

- Ⓒ three down, three across
- Ⓓ three down, four across
- Ⓔ three across, four down
- Ⓕ four across, three down

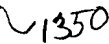


FIG. 13 GUI 1300

Review Page

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

**You have completed 4% of the course.
(This represents a total of lessons visited and
on which you tested correctly and/or pages
which required no test.)**

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots

Long Shots

Unit 02 - Camera : Section 02.2 - Camera Moves

Dolly

Fig. 14: GUI 1400

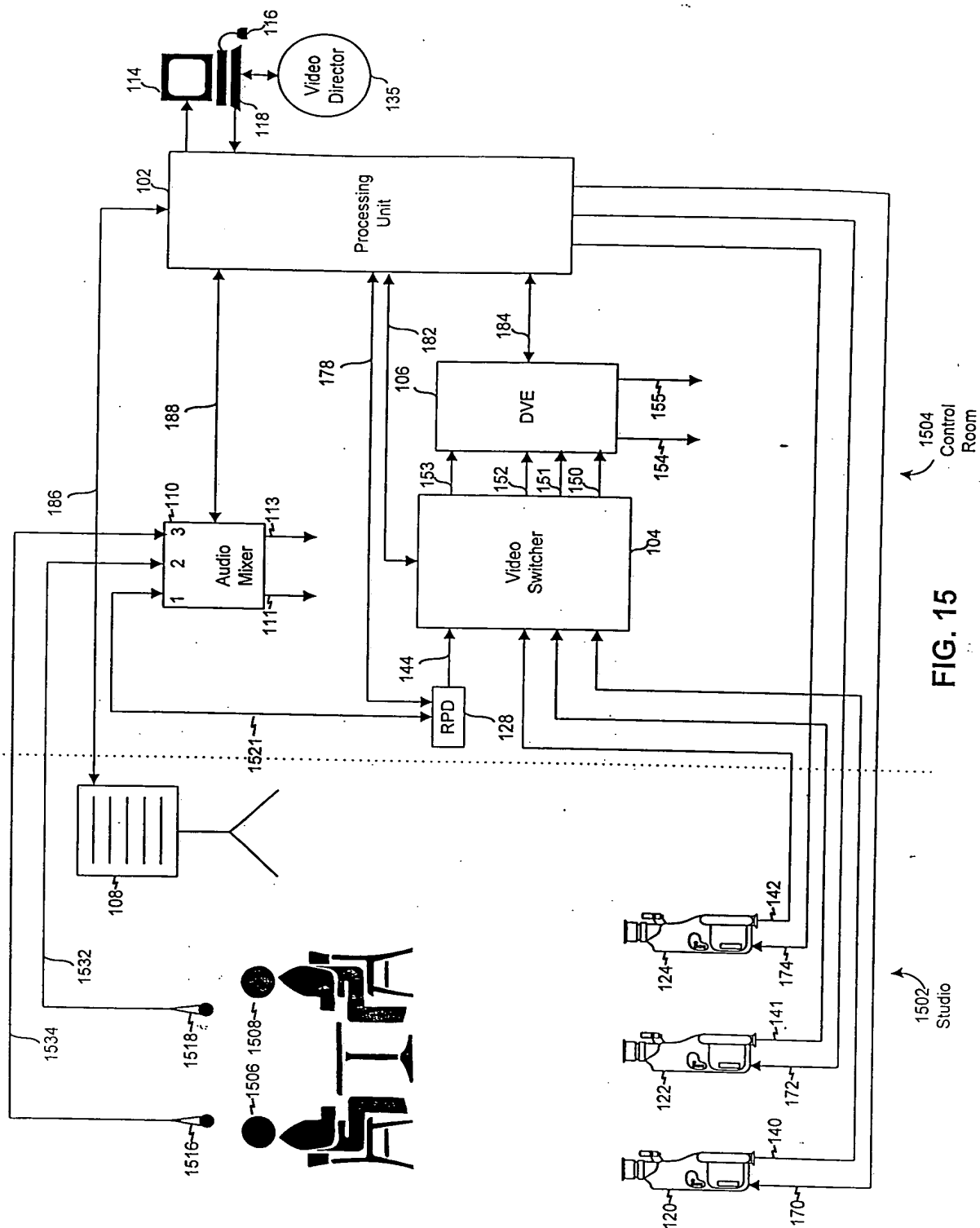
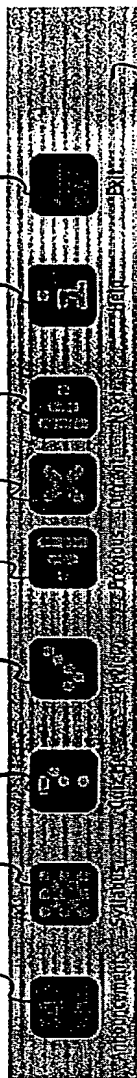


FIG. 15

Year	1908	1912	1916	1920	1924c	1924b	1924c	1930	1934
1908	908	912	916	920	924c	924b	924c	930	934



Announcements Page

11/05/1999 - Meeting Notice

**There will be a meeting tomorrow in the lab.
Please attend. Roll will be taken.**

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for ONE Hour earlier. The bus will leave the parking lot at 9 am SHARP!

Send a note to your teacher



Send

21750

FIG. 17: GUT 1700

942